## Themes in survey data

- 1. Beach
  - a. Traffic
  - b. Crowds
  - c. Noise
  - d. Access
  - e. Clean beaches
  - f. alcohol on beaches
  - g. parking
- 2. Water Quality
  - a. Parsons creek
- 3. Climate Change
  - a. Sea level rise
- 4. Town Governance
  - a. Efficient small government
  - b. The lack of true and effective leadership
  - c. Ethics
  - d. Lack of transparency
- 5. Long Term Planning
  - a. Town Center
  - b. Housing development
  - c. Prevent overbuilding on beach roads
- 6. Development
  - a. Preventing OVER development of Rye
  - b. Protecting areas that are impacted by development, for example Webster expansions and beachfront developments.
  - c. too much development
  - d. Overbuilding/building within wetlands and open spaces
  - e. Rye is being over-developed.
  - f. Preserving the "quiet, country feel" of Rye and our reasonably dark nighttime skies by limiting commercial developments like the gratuitously light-polluting Partners' Bank on Central Rd. Why do we tolerate a business that has MORE THAN 40 external lights on at night in the middle of a quiet, residential section of town and pollutes our otherwise dark, star-filled nights? The US Post Office next to it provides security lighting without being a light polluter. Let's change this!
- 7. Taxes
  - a. Too high
- 8. Balanced Vs. Retirement Community
  - a. Family and kid friendly town
  - b. Not turn into a retirement community for the wealthy
  - c. Aging community
  - d. Balance the kind of community we want to be.
  - e. Inability of families to afford Rye housing
  - f. More young families
  - g. More diverse residents

## 9. Expenditure

- a. High expenditures of our small town
- b. Over-spending
- c. Keeping expenditures down

## 10. Dog Laws

- a. Increase the time the dogs can spend on the beach
- b. Increase the fines for people who don't cooperate and pick up the feces
- c. One of the best parts of living here is the ability to enjoy beach walks with our dog.
- d. Dog laws/ dogs on beach enforcement
- e. Dog leash laws